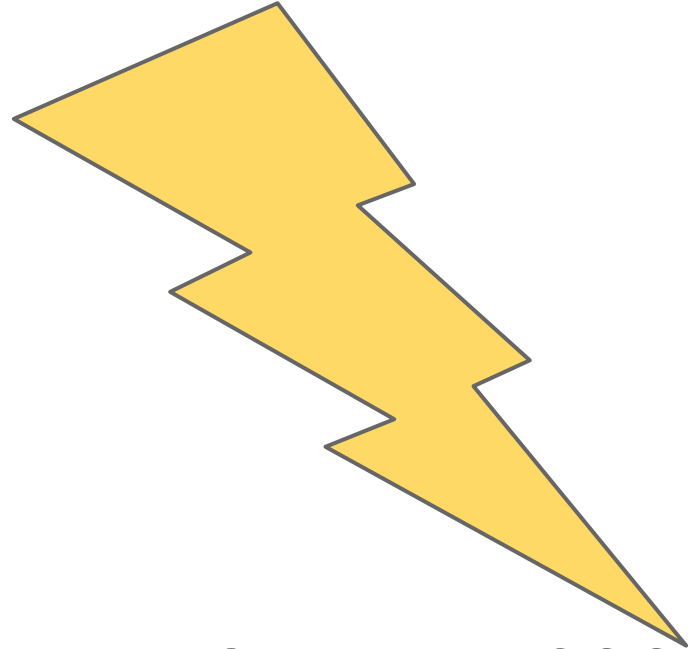
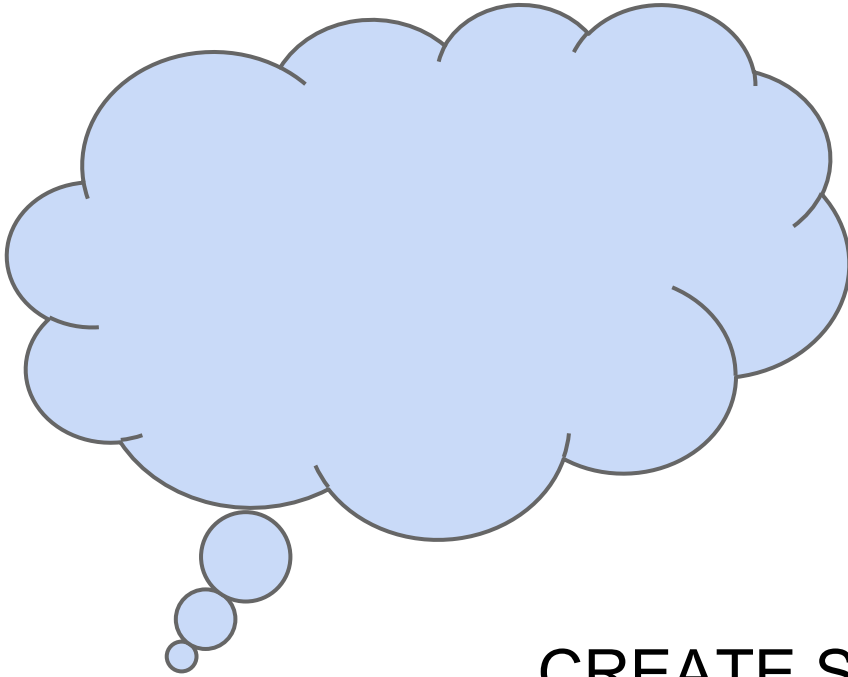


GNRG 101 BOOTCAMP

IDEAS TO ACTION



CREATE SOMETHING REALLY COOL?

HOW MIGHT WE.....

a GNRG deep dive design challenge (inspired by Stanford's d.school)



is a Process

DISCOVERY	INTERPRETATION	IDEATION	EXPERIMENTATION	EVOLUTION
<p>We have a challenge.</p> <p>How do we approach it?</p>	<p>We learned some things.</p> <p>How do we interpret it all?</p>	<p>We see an opportunity.</p> <p>What do we create?</p>	<p>We have an idea.</p> <p>How do we build it?</p>	<p>We created something new.</p> <p>How do we evolve it?</p>
<p>Discovery builds a foundation for creating meaningful solutions.</p> <p>It begins with a deep understanding of needs.</p> <p>Discovery means getting inspired to create new ideas.</p>	<p>Interpretation transforms your stories into meaningful insights.</p> <p>Observations, field visits, or just a simple conversation can be great inspiration.</p> <p>It involves storytelling, as well as sorting and condensing thoughts until you've found a compelling point of view and clear direction for ideation.</p>	<p>Ideation means generating lots of ideas. Brainstorming encourages you to think expansively and without constraints.</p> <p>It's often the wildest ideas that spark visionary thoughts. With a clear set of rules, a brainstorm session can yield hundreds of fresh ideas.</p>	<p>Experimentation brings your ideas to life. Building prototypes means making ideas tangible, learning while building them, and sharing them with other people.</p> <p>Even with early and rough prototypes, you can receive a direct response and learn how to further improve and refine an idea.</p>	<p>Evolution is the development of your concept over time. It involves planning next steps, communicating the idea to people who can help you realize it, and documenting the process.</p> <p>Change often happens over time, and reminders of even subtle signs of progress are important.</p>

**Our Challenge: Design something USEFUL for the
NN campus community.** think! solar, landscapes, building
Start with Discovery:

1. collect thoughts of the team
(what do you know)

observe
map
interview
ah-ha!
moments

record
collect
question
roles
plans
equipment

2. Notes from the Field!

3. Name the
challenge
("How might we...?")

articulate your current

Point of View aka **INTERPRETATION**

4. inventory
discoveries:

5. define **Insights/Meaning**

generate ideas - wild, radical, logical
and actionable. **IDEATE**

6. list, SKETCH 3-7 ideas to match your discoveries

7. Share ideas and elicit feedback

reflect and (re)define your challenge

in other words

EXPERIMENT

8. New things learned about the **scope, scale, needs** of our design challenge....

9. Reimagine your Solution. Generate Iteration #2,3,4,5,6,7..

BUILD it and they will come

10. Present your solution in scale:

what works



suggestions for change



?

questions

!

ideas

Be mindful of the process

11. reflect on your design challenge process:

1. Was your final design the same or different than your original thoughts?

2. Where did you or your team get stuck?

3. When did you find an Ah-Ha!

4. How did discovery contribute to your design?

5. How did prototyping multiple iterations contribute to your design?

6. How did feedback contribute to your design?

7. How would you improve the process?